

FIG. 1

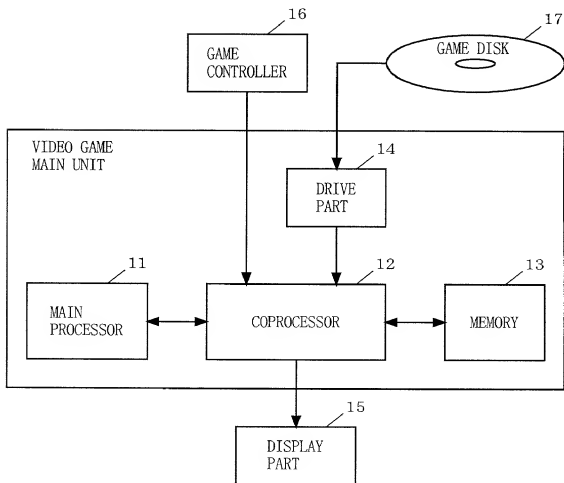




FIG. 2

MEMORY MAP OF MEMORY 13

PROGRAM AREA
IMAGE DATA (POLYGON, TEXTURE, ETC.) AREA
OBJECT PLACE DATA AREA • LAND OBJECT PLACE POSITION DATA • WATER SURFACE OBJECT REFERENCE POSITION DATA
COMPUTATION BUFFER
OBJECT LIST AREA
FRAME BUFFER
OTHERS

FIG. 3

MEMORY MAP OF GAME DISK 17

MAIN PROGRAM AREA
OBJECT GENERATING PROGRAM AREA
OTHER PROGRAM AREA
IMAGE DATA (POLYGON, TEXTURE, ETC.) AREA
OBJECT PLACE DATA AREA • LAND OBJECT PLACE POSITION DATA • WATER SURFACE OBJECT REFERENCE POSITION DATA
SOUND DATA AREA
OTHERS

00000772-00000000

FIG. 4

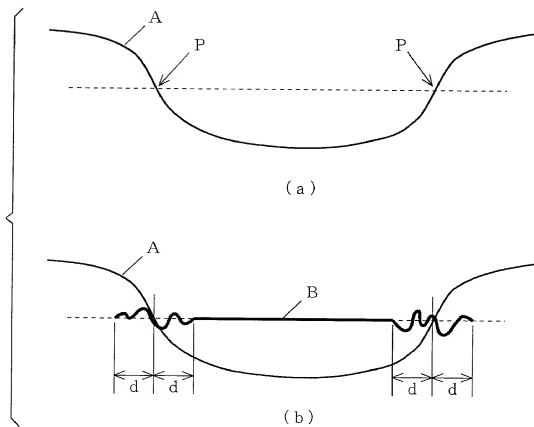


FIG. 5

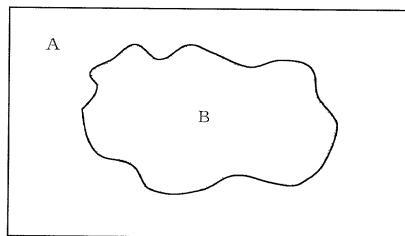


FIG. 6

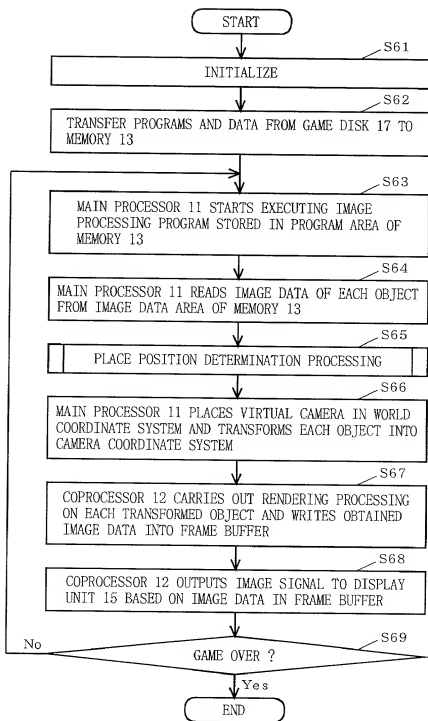


FIG. 7

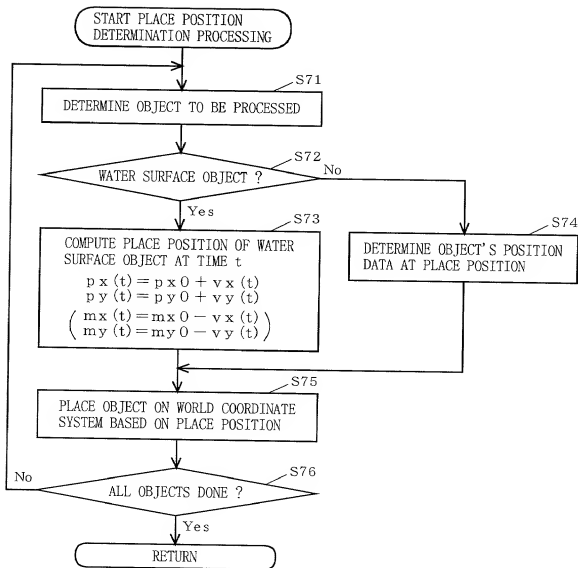
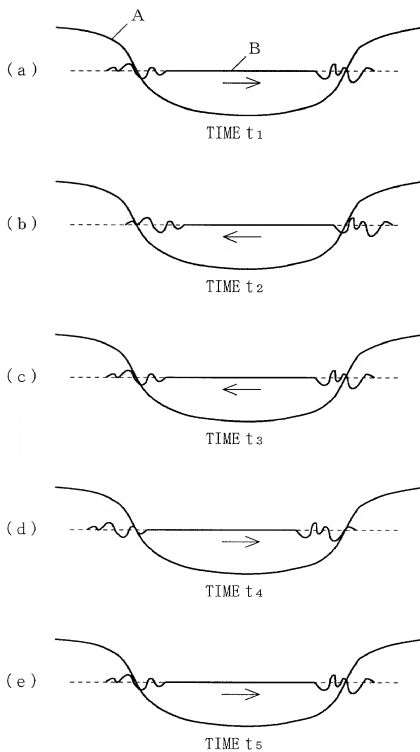


FIG. 8



098672-021602

FIG. 9A PRIOR ART

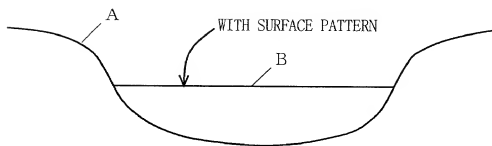


FIG. 9B PRIOR ART

